With the sharp increase in the number of surveillance cameras in public spaces in recent years, there is a rapidly increasing need for video processing and analysis without the necessity of human assistance. Computers are able to process several times more information in much less time than humans. In addition, thanks to the impressive progress in the field of machine learning algorithms and artificial intelligence, computer-based video analysis is becoming a common part of everyday life and is steadily finding its way in various fields. In this thesis, we design and implement a graphical user interface for the analytical module of the Videolytics system. We aim to design a graphical user interface that is user-friendly, simple and at the same time allows users to enter visual queries and modify query parameters. The presentation part is focused on the process and logic of working with the results and their rendering. Additionally, it also allows the export of this data for further processing by external applications and the import of the post-processed data. Finally, we show the module in practice and its ways of application in practical life on the enclosed examples.